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EXPERIENCE

Moira Labs   **New York, NY**
Founding Software Engineer of an indie game development studio   *Jul 2024 - Current*
- Published "The Lost War" on Epic Games Store, a real-time multiplayer strategy card game, on the Epic Games Store, achieving over 300 users within the first month of launch and secring $10,000 in funding.
- Delivered a fully playable prototype within the first month and published the game 3 months ahead of schedule by advocating for and implementing Agile/Scrum methodology for a team of 6 people.
- Accelerated backend testing by 6 weeks by implementing a comprehensive command-line interface and logging infrastructure using C# .NET.
- Enabled seamless synchronization between the client and the server by building a foundational asynchronous animation infrastructure in Unity from the ground up.
- Led weekly beta testing sessions with over 300 players, and iterating the features based on user feedback resulting in a 70% increase in the amount of players understanding of core game mechanics after one match.

Segmentify   **Istanbul, Turkiye**
Product Management Intern at an e-commerce personalization company   *Jul 2021 - Aug 2021*
- Conducted in-depth analyses of 11 competitor products, directly influencing product roadmap decisions.
- Identified and prioritized 6 critical issues on the primary customer panel, leading to eventual improvements.
- Spearheaded the ideation and finalization of 5 must-have MVP features for a new e-commerce module.

PROJECTS

Open Source Contributions (Link)   *Dec 2022 - Present*
Open source projects spanning game engines, browser extensions, and developer tools
- Contributed 2 merged pull requests to official repositories of Godot Engine, one of the most popular open-source game engines with 90,000+ GitHub stars, resolving critical documentation issues and non functional references.
- Built, released and maintained a Firefox extension that integrates a Pomodoro timer directly into the browser.
- Refactored portability measures for Stumpless, a widely used C logging library with 400+ GitHub stars.

Echoes of Steel (Link)   *May 2023 - Jan 2024*
High performance 3D Shooter Game published on Steam
- Self-published on Steam, garnering over 70%+ positive rating as a solo developer.
- Delivered optimized game performance on PC by using C++ and Unreal Engine 5 to develop a comprehensive combat system with animation-supported movement, melee attack, shooting, and reload mechanics.
- Streamlined asset and code management for a 50GB+ repository by implementing a scalable Perforce version control system on a DigitalOcean Droplet.

Skeleton Smash (Link)   *Sep 2023 - Dec 2023*
Retro themed first person shooter game
- Developed a first-person shooter using WebGL and JavaScript, entirely without a game engine.
- Implemented a custom camera system that simulated a 3D space by writing out custom matrix transformations.
- Created retro-inspired visual effects by procedurally manipulating textures in the fragment shader.

EDUCATION

NEW YORK UNIVERSITY   **New York, NY**
Major in Computer Science | Minor in Economics | GPA: 3.5   *Sep 2020 - May 2024*
Relevant Coursework: Algorithmic Problem Solving, Applied Internet Technologies, Computer Graphics, Computer Systems Organization, Linear Algebra, Open Source Development, Operating Systems, Parallel Computing
Clubs & Activities: Generation Meditation (Treasurer), Tech@NYU

SKILLS

Tools & Technologies: .NET, AWS, C, C#, C++, CSS, DigitalOcean, Docker, Flask, GDScript, Git, GLSL, Godot, HTML, Java, JavaScript, MongoDB, NextJS, Perforce, Python, React, Unity, Unreal Engine, WebGL, Zola
Software Development: Agile Development, CI/CD, Product Roadmapping